# Interactive Web Media CA2

Create a game! An interactive game using HTML5/JavaScript – other technologies

## Stage 1 – Research 10%

Research possible games to make/recreate

* Mario Bros Style Game
* Snake game – have to use a grid layout
* Racing /dodge game – easy to create
* Tetris – difficult to create random shapes & have them fit other shapes
* Dinosaur jump game to avoid obstacles like on chrome

Think about how it is made – what makes it a game?

* Collecting points increment score
* Score increment each obstacle shot at and killed with fireball.
* As level goes on – sprite obstacles gets faster
* If the sprite hits an obstacle goomba/koopa– health / size is decremented
  + Hit twice = dead
* Background changes when sprite gets to right y axis of canvas & new enemies appear at faster speeds
* Mushrooms to increase Mario life
* Mario wins when he reaches pole at end of the level

How will the player interact with it?

* Interaction with keyboard, left right and up down arrows and spacebar
  + Mouse left, right and up

How will the AI work?

* Mario hurt – goomba turns back in opposite direction

Talk to me at this stage and discuss the game idea.

## Stage 2 – Plan/Design 40%

* Input (mouse/keyboard/other)
  + Mouse left, right and up
* Audio
  + Sound plays at start screen or when Mario gets a 1up mushroom/extra health
  + When Mario dies, kills a goomba, music at start screen  
    Game Assets (sprites – drawings)
    - Mario
    - Goomba
    - Koopa
    - Mushroom
* Design of "levels"
  + 2 levels
  + 1st level is 1 play with 4 different screens
  + 2nd level is 2 player with 2 sprites
* Design a development plan
* Goals – stages – "sprints" (4-5)

## Stage 3 – Develop 50%

Manage goals/stages and complete them  
Document goal completion with comments/write-up  
Discuss future goals

## Requirements

* HTML5/Javascript based (preferably not using a framework)
* Canvas
* Player Interaction (at least one player)
* Possibly two player or AI
* Comments (lots)
* Scores/Difficulty/Levels
* Health
* Changing level/difficulty graphics
* CSS Animations/transformation incorporated into page or game
* Start Screen
* End Screen
* Audio

References!  
To code  
Articles  
Websites  
Games

# Deadline

December 7th in class

You will demo the game for me and hand up code and documentation. This should be stored in a folder called yoursurname.yourfirstname